

RAMPENTM

OPERATOR'S MANUAL (Handbuch)

O JAMMA STANDARD

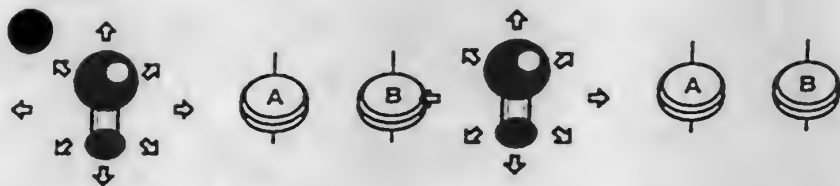
O MONITOR VERTICAL

O POWER CONSUMPTION

+5V.....5A

+12V..... 1A

CONTROL PANEL (Spielpult)



* The Power shall be exactly +5V
(Die Spannung muß 5,0 V sein!)

RAIDEN II - DIP SWITCH

<u>DIP- # 1</u>	Coin/Credits	1	2	3	4	5	6	7	8
COIN 1 (3) (Coin / Credit)	1/1	OFF	OFF	OFF					
	1/2	ON	OFF	OFF					
	1/3	OFF	ON	OFF					
	1/4	OFF	OFF	ON					
	2/1	ON	ON	OFF					
	3/1	ON	OFF	ON					
	4/1	OFF	ON	ON					
Free play, if 1-8 ON!		ON	ON	ON					
COIN 2 (4) (Coin / Credit)	1/1				OFF	OFF	OFF		
	1/2				ON	OFF	OFF		
	1/3				OFF	ON	OFF		
	1/4				OFF	OFF	ON		
	2/1				ON	ON	OFF		
	3/1				ON	OFF	ON		
	4/1				OFF	ON	ON		
Free play, if 1-8 ON!					ON	ON	ON		
COINS TO START GAME	Normal								OFF
	Double								ON
SCREEN FLIP	Normal								OFF
	Flip								ON

ATTENTION:

A) Removal or alteration of Serial Number voids WARRANTY!

B) Do NEVER remove or short the battery or it's connector! This will cause program-loss!

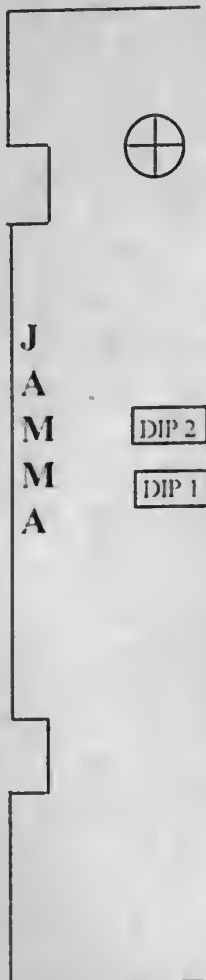
(ACHTUNG:

a) Das Entfernen oder die Veränderung der Serien-Nummer vernichtet GARANTIE!

b) Niemals Batterie Kurzschließen oder Entfernen! Programm-Verlust ist die Folge!

RAIDEN II

28-pin Connector



SOLDER SIDE	No.	No.	PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
	H	7	
COUNTER 2	I	8	COUNTER 1
	K	9	
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
GREEN	N	12	RED
SYNC	P	13	BLUE
SERVICE	R	14	VIDEO GND
	S	15	
COIN 2	T	16	COIN 1
2P START	U	17	1P START
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND